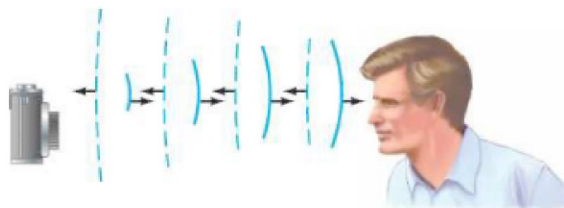


**FIGURE 12-1** Example 12-2. Autofocusing camera emits an ultrasonic pulse. Solid lines represent the wave front of the outgoing wave pulse moving to the right; dashed lines represent the wave front of the pulse reflected off the person's face, returning to the camera. The time information allows the camera mechanism to adjust the lens to focus at the proper distance.



**PHYSICS APPLIED**  
Autofocusing camera

**EXAMPLE 12-2 Autofocusing with sound waves.** Autofocusing cameras emit a pulse of very high frequency (ultrasonic) sound that travels to the object being photographed, and include a sensor that detects the returning reflected sound, as shown in Fig. 12-1. To get an idea of the time sensitivity of the detector, calculate the travel time of the pulse for an object (a) 1.0 m away, and (b) 20 m away.

**APPROACH** If we assume the temperature is about 20°C, then the speed of sound is 343 m/s. Using this speed  $v$  and the total distance  $d$  back and forth in each case, we can obtain the time ( $v = d/t$ ).

**SOLUTION** (a) The pulse travels 1.0 m to the object and 1.0 m back, for a total of 2.0 m. We solve for  $t$  in  $v = d/t$ :

$$t = \frac{d}{v} = \frac{2.0 \text{ m}}{343 \text{ m/s}} = 0.0058 \text{ s} = 5.8 \text{ ms.}$$

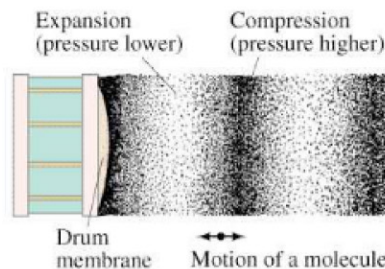
(b) The total distance now is  $2 \times 20 \text{ m} = 40 \text{ m}$ , so

$$t = \frac{40 \text{ m}}{343 \text{ m/s}} = 0.12 \text{ s} = 120 \text{ ms.}$$

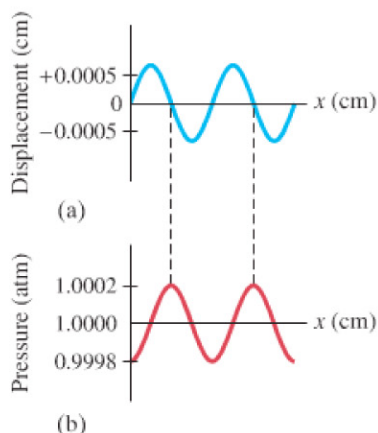
**NOTE** These times are very short, so the wait for the camera to focus is not noticeable.

Sound waves whose frequencies are below the audible range (that is, less than 20 Hz) are called **infrasonic**. Sources of infrasonic waves include earthquakes, thunder, volcanoes, and waves produced by vibrating heavy machinery. This last source can be particularly troublesome to workers, for infrasonic waves—even though inaudible—can cause damage to the human body. These low-frequency waves act in a resonant fashion, causing motion and irritation of the body's organs.

**FIGURE 12-2** The membrane of a drum, as it vibrates, alternately compresses the air and, as it recedes (moves to the left), leaves a rarefaction or expansion of air. See also Fig. 11-25.



**FIGURE 12-3** Representation of a sound wave in space at a given instant in terms of (a) displacement, and (b) pressure.



We often describe a sound wave in terms of the vibration of the molecules of the medium in which it travels—that is, in terms of the motion or displacement of the molecules. But sound waves can also be analyzed from the point of view of pressure. Indeed, longitudinal waves are often called **pressure waves**. The pressure variation is usually easier to measure than the displacement. As Figure 12-2 shows, in a wave “compression” (where molecules are closest together), the pressure is higher than normal, whereas in an expansion (or *rarefaction*) the pressure is less than normal. Figure 12-3 shows a graphical representation of a sound wave in air in terms of (a) displacement and (b) pressure. Note that the displacement wave is a quarter wavelength out of phase with the pressure wave: where the pressure is a maximum or minimum, the displacement from equilibrium is zero; and where the pressure variation is zero, the displacement is a maximum or minimum.